CAT AND MOUSE GAME

Rules for Play

FOR 2, 3, OR 4 PLAYERS

OBJECT: You all know that cats like to catch mice. In this game each player hopes to avoid having the cats catch his mice. The object is to be the only player remaining with one or more mice in his possession.

EQUIPMENT: The equipment consists of a playing board, sixteen mice and a die.

PREPARATION: Each player takes the four mice of one color. Players roll the die and the one having the highest number goes first.

THE PLAY: The first player rolls the die. Counting the starting space as one, he moves his mouse the number of spaces shown on the die, in the direction indicated by the mouse printed on the starting space. If the first player rolls a 5, for example, his mouse falls into a cat space and it remains there for the rest of the game. Whenever a mouse belonging to any player lands on a cat space, it cannot be used for the rest of the game. Other players follow in turn. When it is again the first player's turn, he once more rolls the die and this time moves his mouse in the direction shown by the mouse upon which his playing piece now rests.

A player, on his next turn, may start a new mouse out when his first (or previous) mouse is caught by a cat. No player may have two of his mice in play at the same time. In this way, the game continues with players rolling the die in turn, and moving in the direction indicated by the mouse that their piece is resting on.

More than one player may occupy the same space at the same time. When a player reaches the edge of the board before he has moved the number called for by the die, he stops on that space and forfeits the remainder of his move. When a player has lost all four of his mice, he is out of the game.

WINNING THE GAME: The last player who still has one or more mice which have not been caught by a cat is the WINNER of the game.

Questions on this game will be answered gladly if correct return postage is enclosed.

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